Appln. No.: 09/056,656 Inventors: Priem et al.

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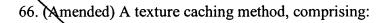
component that implements a replacement policy for said texture cache memory, and a direct memory access engine that retrieves texel data from memory.

- (Amended) A texture mapping method using a texture cache system, said texture cache system including a texture cache memory, a replacement control component, and a direct memory access engine, comprising:
 - retrieving texels from memory via the direct memory access engine; (a)
- storing said retrieved texels in the texture cache memory in accordance (b) with a replacement policy that is determined by the replacement control component; and
- rendering a polygon using texels that are stored in the texture cache (c) memory.

62. (Amended) A computer system, comprising:

a memory; and

a memory control that stores two-dimensional data in said memory, wherein said data is stored in said memory using an address that is formed by interleaving individual bit values of a coordinate in a first dimension with individual bit values of a coordinate in a second dimension.



- identifying a set of two-dimensional data that is to be transferred into (a) memory; and
- (b) storing said set of two-dimensional data in memory using an address that is formed by interleaving individual bit values of a coordinate in a first dimension with individual bit values of a coordinate in a second dimension.

